

RAIDEN[®]



JAGUAR
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GAME
MANUAL

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95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A technician telephone is required. USA only.

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or flicker tends to be independent of time or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce or potentially exacerbate epileptic symptoms even in persons who have no history of epilepsy. If you or anyone in your family has an epileptic condition, consult your physician or prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, blurred or double vision, headache, loss of consciousness, disorientation, any involuntary movement, or convulsions—**STOP PLAYING** immediately and consult your physician before resuming play.

WARNING: to owners of projection televisions.

Dot pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid extended or repeated use of video games on large screen projection televisions.

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RAIDEN[®]

JAGUAR™ 64-Bit
Interactive Multimedia System
Game Manual

INTRODUCTION

Mother Earth has fallen under siege by militant aliens. Now, as pilot of the *Raiden* Supersonic Attack Fighter, it's up to you to mount a daring counterattack. Rip through enemy lines and take back our cities. Teach Galling units with your homing missiles and teach these galactic pirates why nobody messes with your planet!

GETTING STARTED

1. Insert your *JAGUAR Raiden* cartridge into the cartridge slot of your *JAGUAR 64-bit Interactive Multimedia System*.
2. Press the **POWER** button.
3. Press the **B** button to discontinue the title screens.

Game Controls (see Fig.1)

A Fire

B Fire

C Bomb

d Toggles music on or off

[PAUSE] Will pause the game action

While in **Pause Mode**, you may change the volume of the music and sound effects. Press the **A** button and move the joystick left or right to change the volume setting of the music. Press the **B** button and move the joystick left or right to change the volume setting of the sound effects.

Volume and High Score information are retained in the cartridge even if you have turned off your *JAGUAR 64-bit Interactive Multimedia System*. The cartridge will store up to 100,000 changes.

After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press ***,** option and **P** while on the *Raiden* title screen.

MAIN GAME SELECTION SCREEN (SEE FIG. 11)

Player 1

- **Bomb Count** Displays current bomb amount
- **Credits** Displays how many credits you have
- **Ships** Displays number of ships remaining
- **Score** Displays your current score

Player 2

- **Bomb Count** Displays bomb amount for Player 2
- **Credits** Displays credit amount for Player 2
- **Ships** Displays ship count for Player 2
- **Score** Displays score for Player 2

Weapon Power-Ups

Scattered throughout each level you will find a host of different weapons—some float around, others fly from enemy ships you destroy. To collect a Weapon Power-up, simply fly into it. To upgrade the power of each weapon, collect a series of only that weapon-type (for example, collecting four lasers in a row will give you a more powerful laser). The following is a list of the different items you can collect.

Blue	Lasers
Red	Automatic machine gun
"B"	Bomb
"M"	Direct fire missile
"H"	Homing missile
Dragon	1,000 points
Fairy	10,000 points
"P"	Super Weapon Power-up. Takes you to the maximum power of the Weapon Power-up you are currently using

Special Shot

2-Player Mode

Line up directly behind your teammate and fire into his jetstream. This will give you a powerful dispersed beam.

CREDITS

Programming by Imagitas Design Inc.

Producer John Struch

Testers Joe Souza

Andrew Kam

Sara Patton

Tom Gillen

Ted Tehquache

"SOMEONE WARRANTY"

When you purchase the original cartridge, this product is to be free from defective material and workmanship under normal conditions for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. After we replace the defective software free of charge after the expiration of the Warranty Period you assume the entire cost of all necessary reworking, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if defective or any accessories other than those authorized by Atari are used in connection with this product.

To obtain your replacement cartridge, the holder of the "in" warranty must call 1-800-80-ATARI. A technician will be available to answer your warranty questions. In the event that you feel that your cartridge under warranty is not the software, a replacement of the problem and a copy of your claim receipt clearly marked by the date of purchase to Atari Corporation, 2900 Centerville Drive, Sunnyvale, CA 94086.

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Fig. I

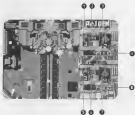


Fig. II



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